

Start Here



Set up your PictureMate and print—no computer required!

Note: To print from your computer, see *Using PictureMate With a Computer* and your CD after completing these steps.

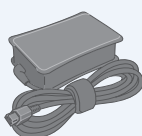
1 Unpack

PictureMate comes with all these items in the box.

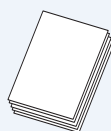
Remove all the tape and packing material from PictureMate.



PictureMate



Power adapter



Paper



Power cable

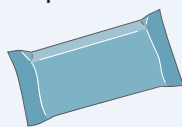


Photo cartridge (ink)



*Using PictureMate
Without a Computer
book*



*Printer
Software
CD*



*Using PictureMate
With a Computer
booklet*



Caution: To avoid damaging your PictureMate, keep it out of the sun and don't leave it in your car or other location where it can get too hot.

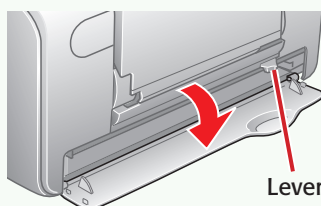
2 Install the Photo Cartridge

- 1 Flip the handle to the front of PictureMate.

Handle



- 2 Open the cartridge door on the back of PictureMate. You see the release lever.

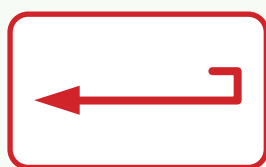
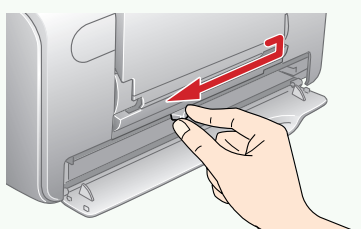


Lever



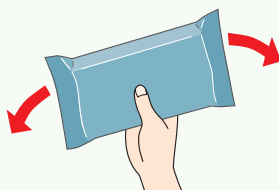
405181200

- 3** Move the lever to the **Release** position by sliding it in the direction shown.

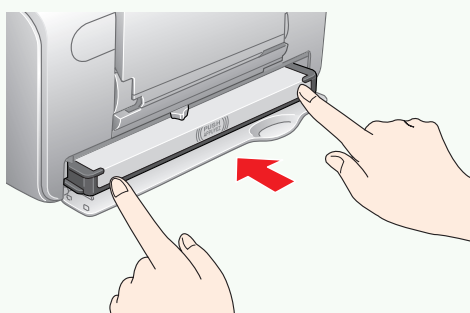


To release lever

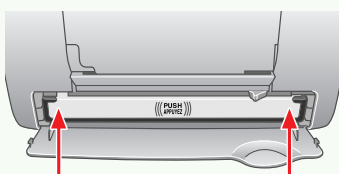
- 4** Shake the photo cartridge a few times in its package, then unwrap the cartridge.



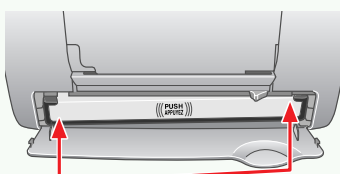
- 5** Slide the cartridge straight into the slot, label side up, until it is fully inserted. Push in both sides evenly to make sure it is not crooked.



Caution: Make sure both sides of the cartridge are even, or ink may leak. If either side is sticking out, remove the cartridge and reinstall it.

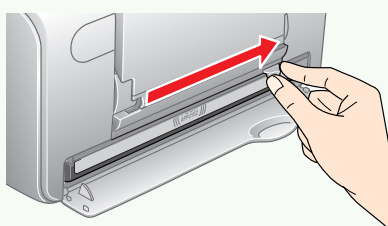


Right

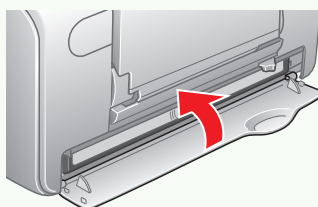


Wrong

- 6** Move the lever right to the **Lock** position. If it does not lock in place, the cartridge is not installed correctly. Release it and try again.



- 7** Close the cartridge door. Make sure it is completely closed.




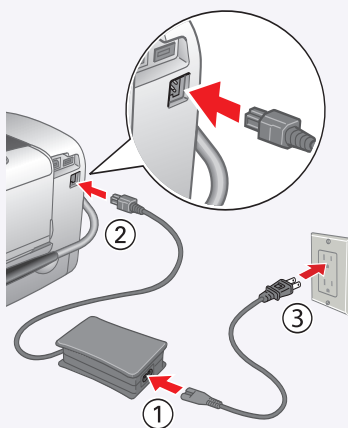
If the door does not close completely, the cartridge is not installed correctly. Remove it and try again.

- 8** Flip the handle to the back of PictureMate and all the way down.



3 Plug In and Turn On PictureMate

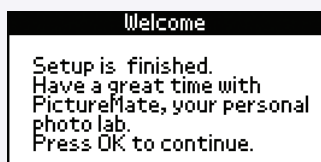
- 1 Connect the power cable to the power adapter.
- 2 Plug the small cable into the back of PictureMate.
- 3 Plug the other end of the power cable into a standard power outlet.
- 4 Press the  **On** button to turn on PictureMate.



PictureMate gets the ink ready for printing.
You see this message:



After a few minutes, when PictureMate is ready,
you see this message:



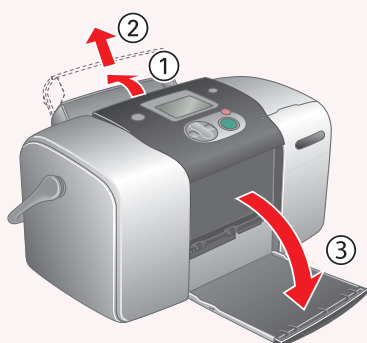
- 5 Press the **OK** button.

4 Load Paper

Your PictureMate comes with photo paper made especially for it.

Caution: Don't load or print on plain paper; this may damage PictureMate.

- 1 Flip open the paper support.
- 2 Pull up the paper support all the way.
- 3 Open the output tray.



Note: Make sure the paper support is fully extended.



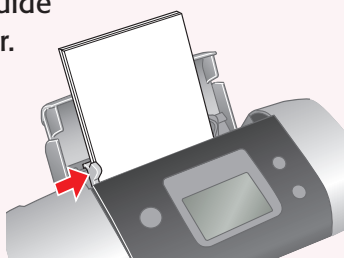
Make sure the handle
is all the way down

- 4** Place your paper against the right edge, with the glossy side up.

Note: Load up to 20 sheets at one time.



- 5** Slide the edge guide against the paper.

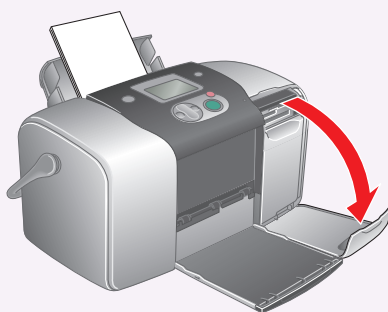


Note: Keep unused paper in the original package and store it flat to prevent curling.

5 *Insert a Memory Card*

Remove the memory card from your camera, then follow these steps:

- 1** Flip down the memory card door.

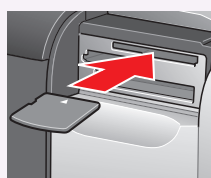


- 2** Insert the memory card into the correct slot.

Top

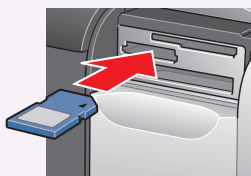


SmartMedia™



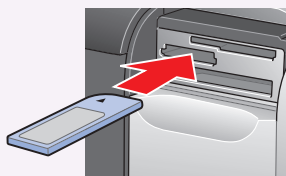
xD Picture Card™

Middle



SD (Secure Digital)
mini SD™ *

MMC™ (MultiMediaCard™)



Sony Memory Stick®
Memory Stick Duo™ *
Memory Stick PRO™
Memory Stick PRO Duo™ *
MagicGate™ Memory Stick
MagicGate Memory Stick Duo *

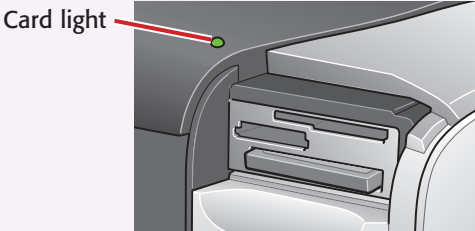
Bottom



CompactFlash™ Type I and II
Microdrive™

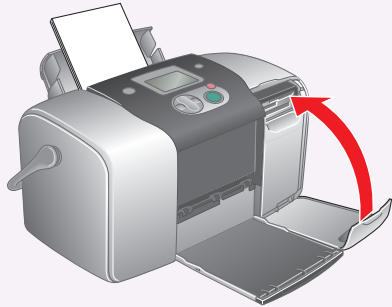
* Adapter required

- 3** Push the card in until it stops (it won't go in all the way). When the card is in, the card light comes on.



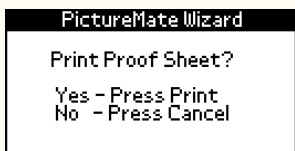
Note: Insert just one card at a time. The printer does not read multiple cards at once.

- 4** Close the memory card door.




6 *Print a Proof Sheet*

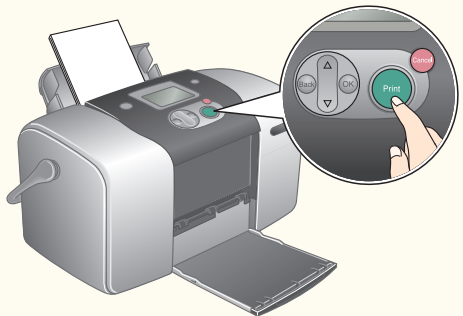
When you insert the memory card, you see a message while PictureMate counts your photos, then you see the PictureMate Wizard with this message:



Proof sheet

Note: If you don't see the Wizard, you may have DPOF selected on your memory card. You'll see the Main Menu instead. See the *Using PictureMate Without a Computer* book to print a proof sheet.

Press  **Print** to start printing your proof sheet.



Note: Your proof sheet may print on several pages, depending on the number of photos on your card. (If you need to stop printing, press **Cancel**.)

Your proof sheet shows up to 20 small thumbnail versions of your photos with the photo numbers and names.



Photo number

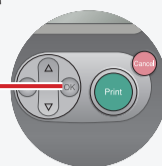
Photo name

7 Print Photos

- 1 When you see the PictureMate Wizard screen, press **OK** to select the photos you want to print.



Press **OK**



Note: To print all the photos on your card, press **Print** instead. Make sure you load enough paper (up to 20 sheets).

- 2 Press Δ or ∇ to highlight the number of the photo you want to print, then press **OK** to choose it.



- 3 Press Δ or ∇ to choose the number of copies to print, then press **OK**.

You see a screen like this:



Note: To select more photos, repeat steps 2 and 3. To deselect a photo, press **OK** to uncheck it.

- 4 Press **Print** to confirm your photo choices, then press **Print** again to start printing.

Print Confirmation	
Photo 1	1 ea.
Layout : Borderless Press Print to print. Press Cancel to change.	

Note: After printing with the Wizard, you see the Main Menu. From there, just press **Print** to print all your 4 x 6 photos. You can also turn off the Wizard and just use the Main Menu.

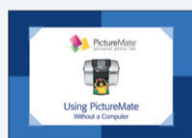
Select Photo▶	All Photos
Copies	1 ea.
Layout	Borderless
More Options	

Main Menu

For More Information

Printing Without a Computer

See this book to learn about printing and saving photos without using a computer. You can crop photos, print in black and white, and even print wallet-size photos.



Printing With a Computer

See this booklet and CD for steps on installing software and the on-screen *User's Guide*. View the *User's Guide* for complete instructions on using PictureMate.



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